

Single-Volume Neutron Scatter Camera

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Outline

1. Introduction/Motivation

- a. Nuclear security/non-proliferation
- b. Single-volume neutron scatter camera

2. SVSC concept

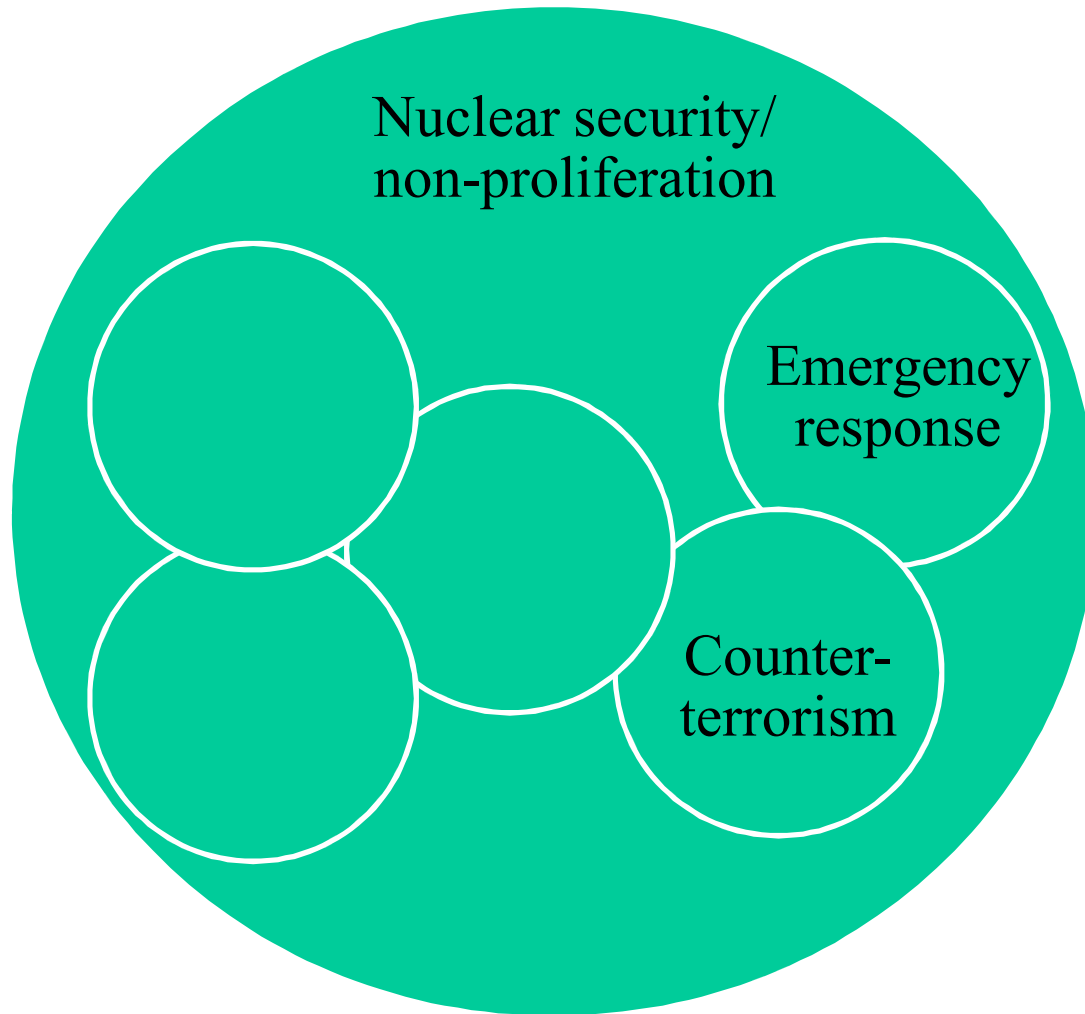
3. Three challenges

- a. Hardware
- b. Signal processing
- c. Event reconstruction

4. Conclusion and future plans

Introduction/Motivation

Nuclear security Venn diagram



- Horizontal proliferation: new actors acquiring nuclear capabilities
- Vertical proliferation: existing NWS increasing nuclear capabilities
- Special nuclear material (SNM) is the common element.
 - Detect
 - Locate
 - Characterize
- Radiation detection can help!

SNM detection/imaging

We develop systems for eventual application in a range of scenarios:

Standoff detection



Cargo screening

SNM detection applications

- Low signal rate
 - Need large area detectors!
- Low signal to background
 - Need background discrimination!



Arms control treaty verification

Emergency
response

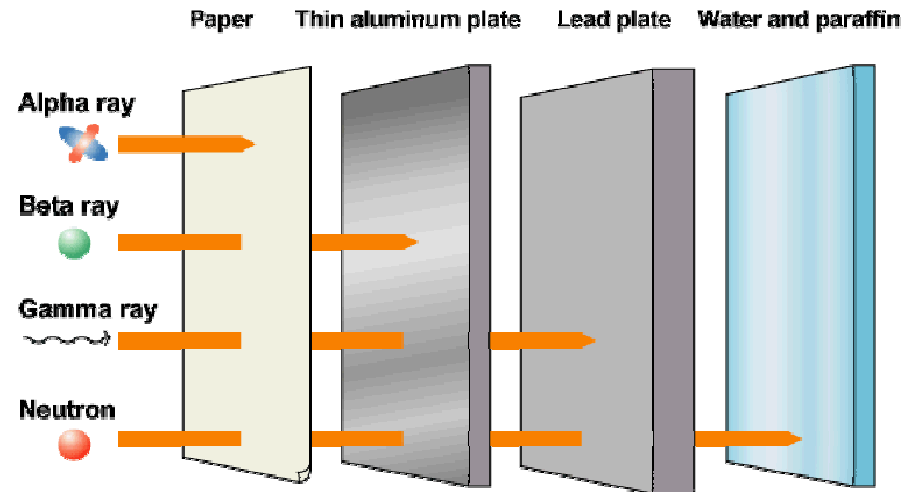


SNM imaging applications

- High resolution required
 - Fine detector segmentation
- Multiple or extended sources

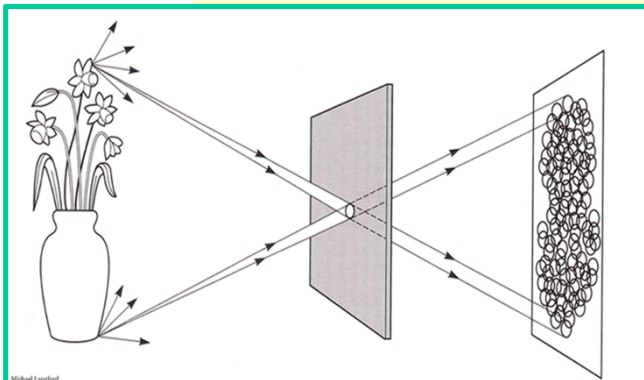
Why neutrons?

- Special nuclear material emits ionizing radiation.
 - Sensitive and specific signature
- Only neutral particles penetrate shielding.
- Neutrons are more specific:
 - Lower natural backgrounds
 - Fewer benign neutron emitters

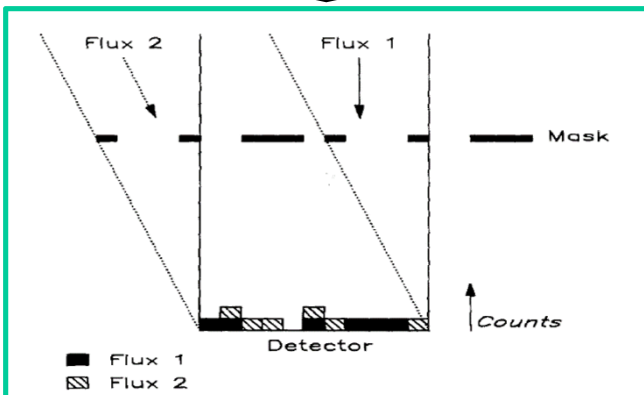


www.remnet.jp

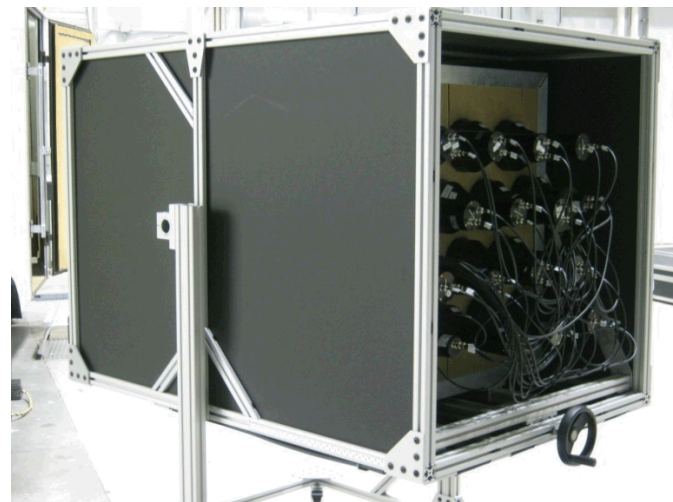
Neutron camera approaches



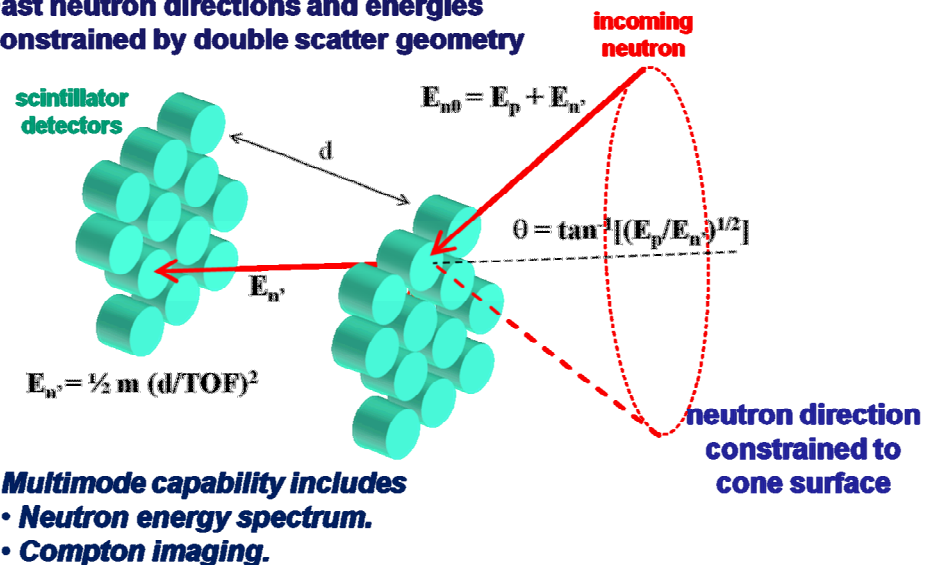
Pinhole: High Resolution,
Low Throughput



Coded aperture: High Resolution,
High Throughput

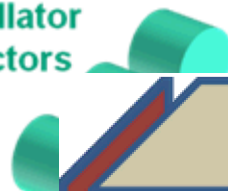


Fast neutron directions and energies constrained by double scatter geometry



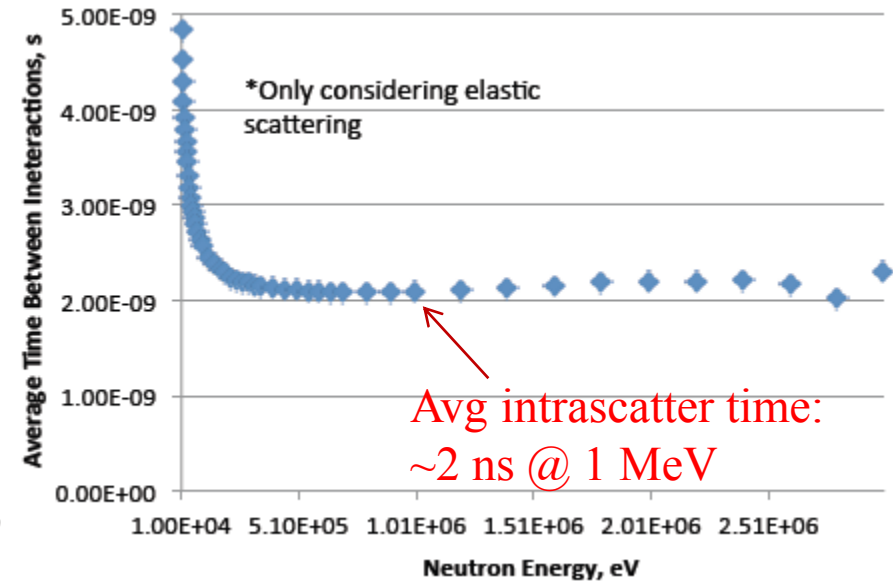
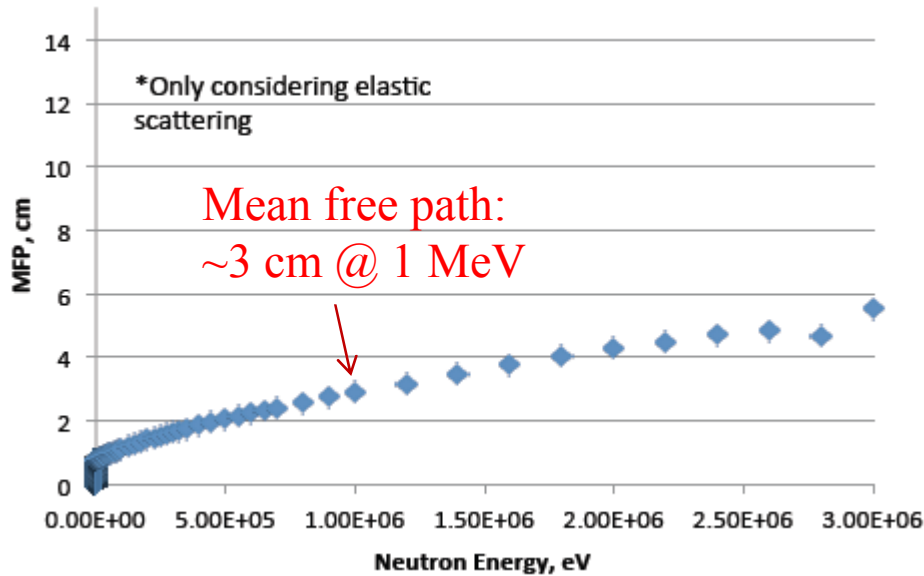
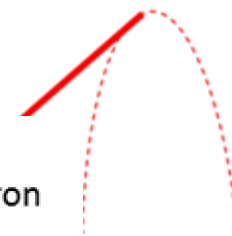
Single-Volume Neutron Scatter Camera

scintillator
detectors



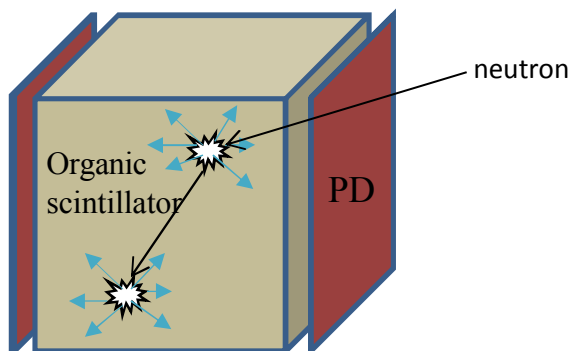
neutron

incoming
neutron

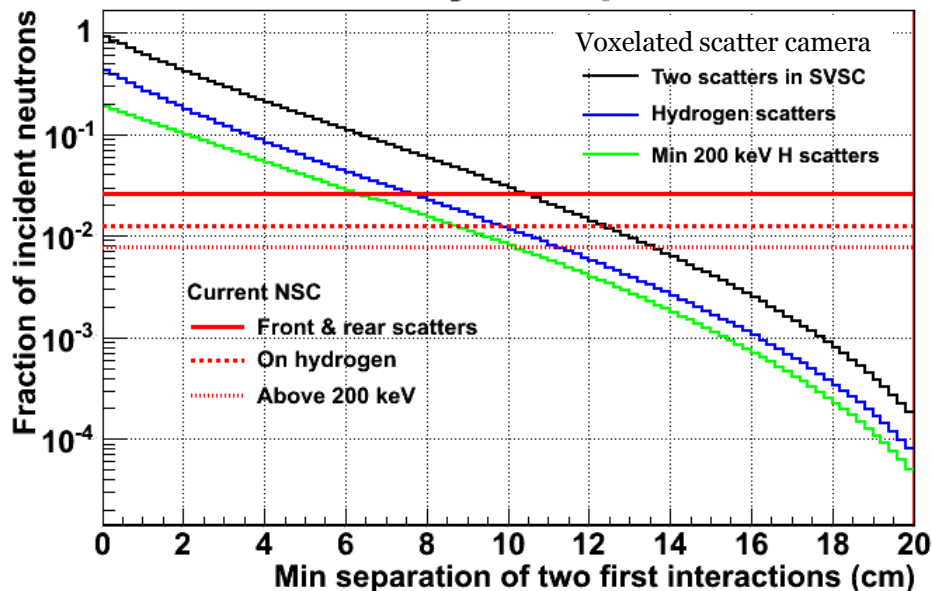


Single-Volume Neutron Scatter Camera

- A scatter camera built from a highly voxelated volume can recover more than an order of magnitude of efficiency if nearby interactions can be resolved.
- Resolving multiple interactions of a neutron separated by O(cm) and O(ns) is difficult!
- Excellent spatial and temporal resolution of photodetectors based on microchannel plates is the key enabling technology.



Efficiency comparison



If successful:

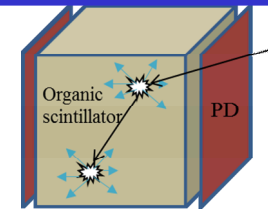
- Spectroscopic capability
- Good per-event angular resolution
- **High efficiency**
- **Compact form factor**

Single-volume scatter camera concept

Event localization

Concept requires a method of determining *two* (or more) event locations within a bulk scintillator to sub-cm precision. $\vec{X} = (x, y, z, t)$

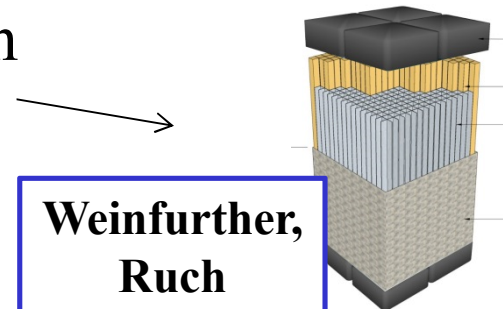
This talk



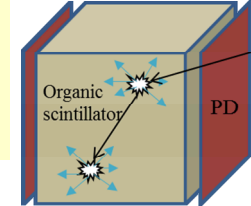
1. **Direct reconstruction:** Arrival positions and times of isotropically emitted photons at surfaces of the volume determine most likely \vec{X} .

2. **Coded aperture:** Add high-frequency component by masking some of the optical photons to generate a pattern that depends on \vec{X} .

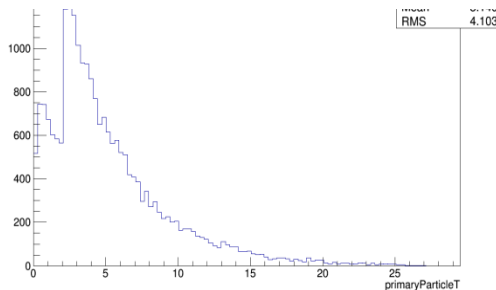
3. **Optical segmentation:** Constrain photon propagation within bulk to associate specific PD channels with \vec{X} .



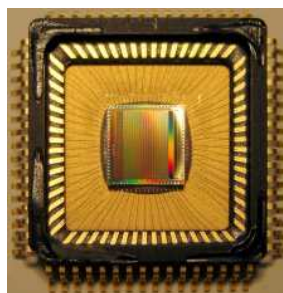
Implementation



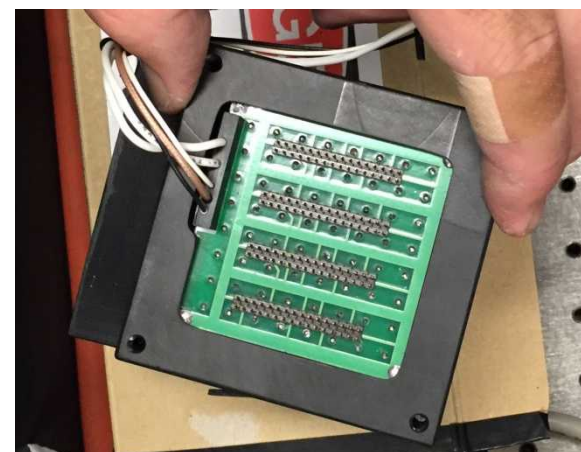
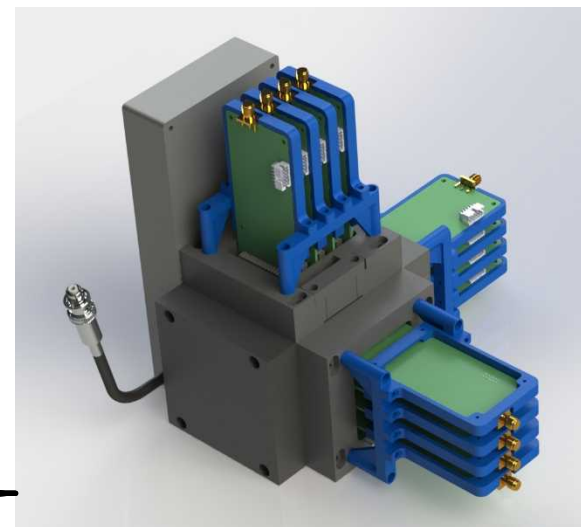
- Active material
 - Fast organic scintillator
 - O(ns) decay time
- Photodetector
 - MCP-PMT, e.g. Planacon
 - Position resolution depends on anode structure (8x8)
 - 35 ps transit time spread
 - Equals 8 mm photon travel
- Electronic readout
 - Switched capacitor array
 - e.g. DRS4 (5 GS/s, 950 MHz, 11.5 enob)
 - High bandwidth: take advantage of MCP-PMT
 - Long reset time
 - Scale to many channels



Photonis



PSI



Direct reconstruction

Extended ML for accurate energy uncertainty

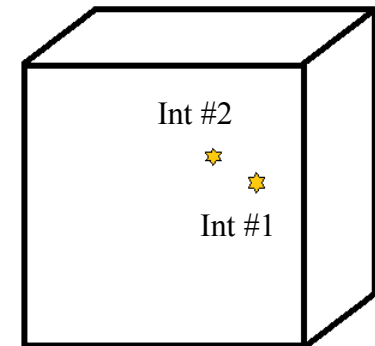
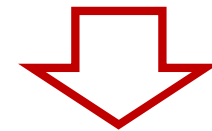
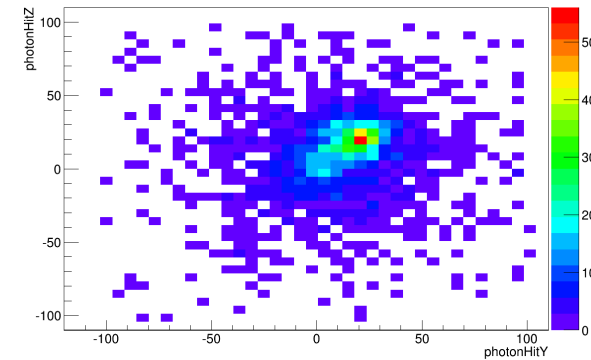
Probability multiplies over all observed photons

Probability to observe a photon is summed over all interactions

$$\mathcal{L} = \frac{e^{-\mu} \mu^n}{n!} \prod_{i=0}^n \sum_{j=0}^N \frac{\mu_j}{\mu} P_j(x_i)$$

$$P_j(x_i) = \left[\underbrace{\frac{\cos \phi_{ij}}{4\pi |\vec{x}_i - \vec{x}_j|^2}}_{\text{Solid angle}} \underbrace{e^{-\frac{|\vec{x}_i - \vec{x}_j|}{\lambda}}}_{\text{Optical attenuation}} \underbrace{f(t; \mu, \sigma, \lambda)}_{\text{Pulse shape}} \right]$$

list of photon arrival positions and times



(x, y, z, t, μ) for each int

Event reconstruction via likelihood maximization.

- MINUIT: SIMPLEX, MIGRAD
- Deterministic Likelihood Maximization

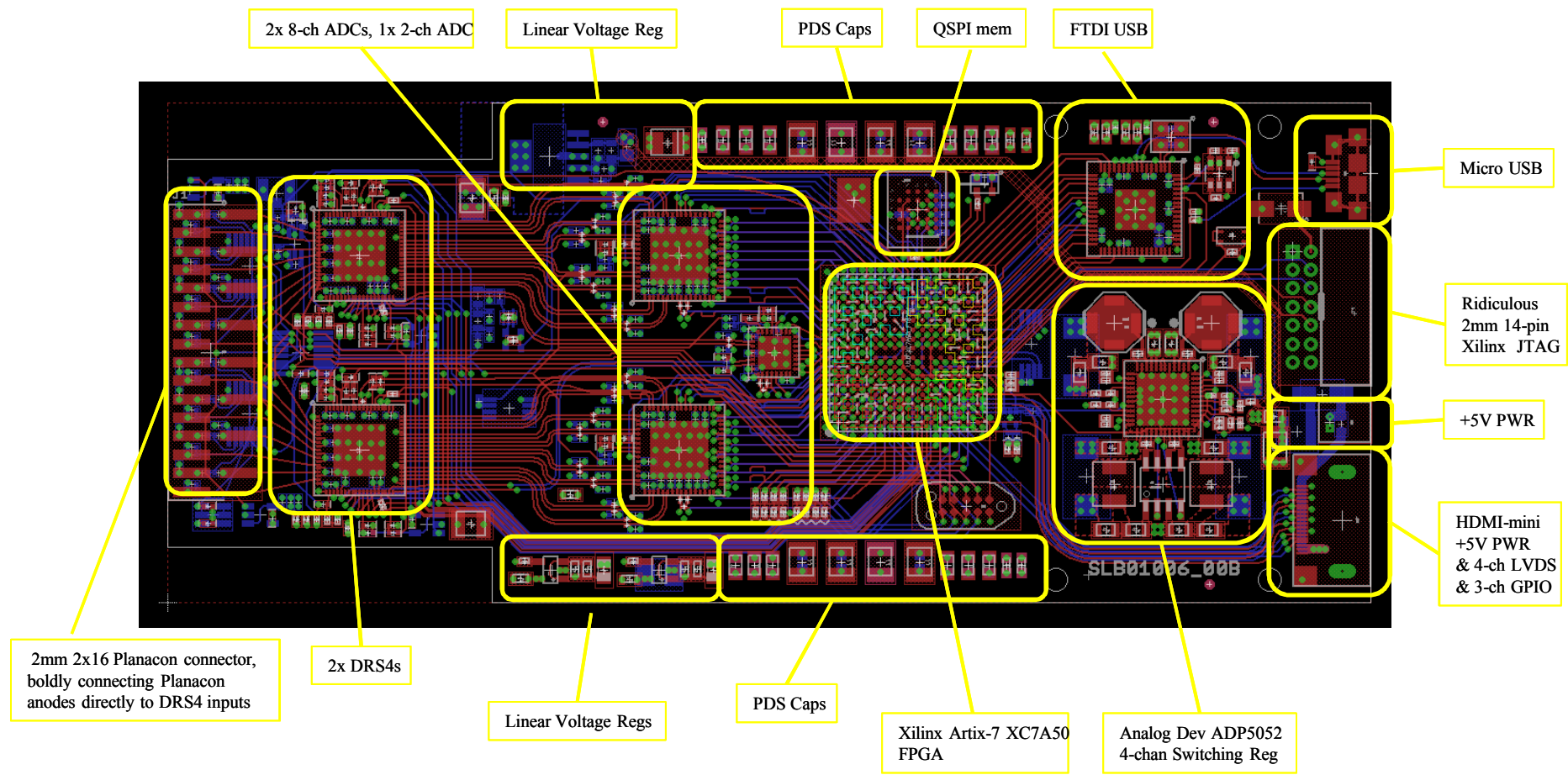
Three Challenges

1. Hardware—can we build it?
2. Signal processing—can we interpret the raw data?
3. Event reconstruction—can we find the neutron interactions?

Challenge 1: Hardware

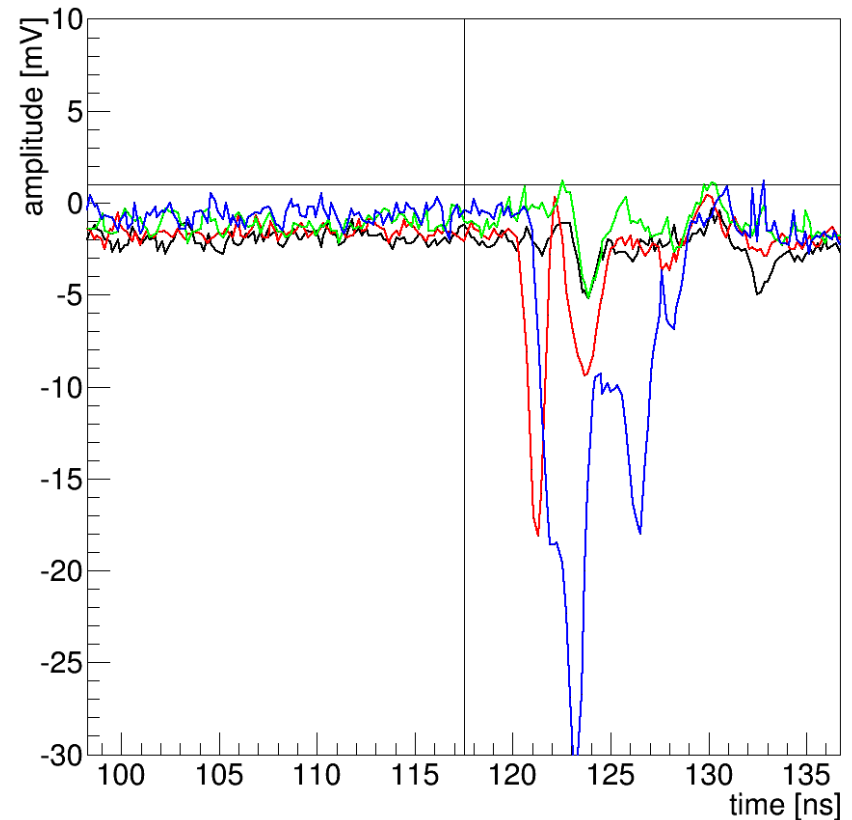
- Complex, expensive, and unfamiliar hardware
 - LAPPD (next-gen MCP-PMT) always 1 year away
 - Use existing commercial MCP-PMT instead
 - Pixel-to-pixel variations in MCP-PMTs
 - No pre-existing scalable readout electronics solution
 - Scintillation pulse shapes of even common materials not well characterized

SVSC Waveform Capture

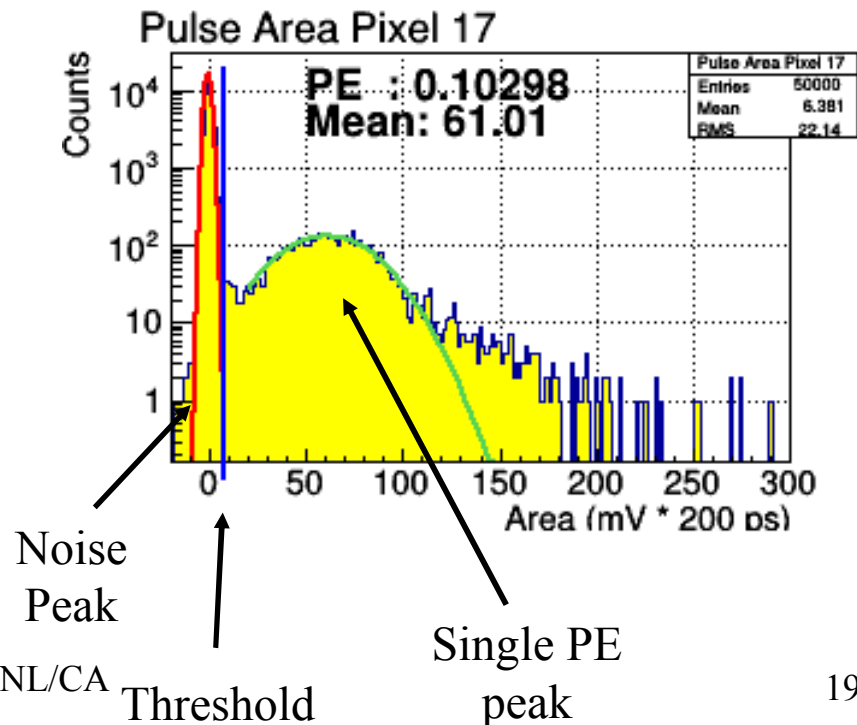
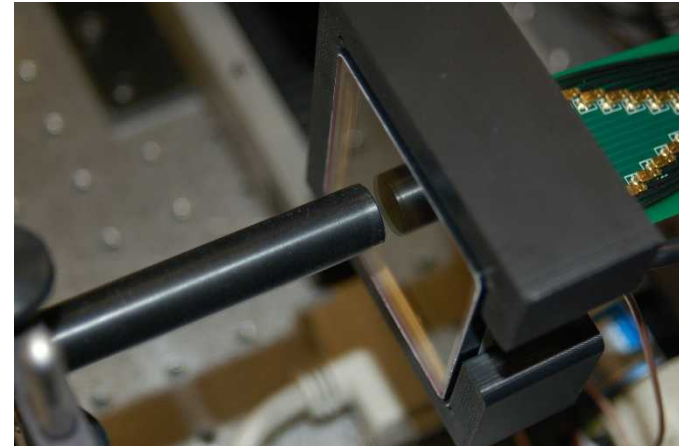


Challenge 2: Signals

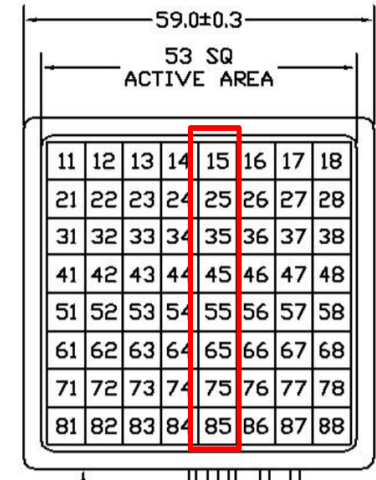
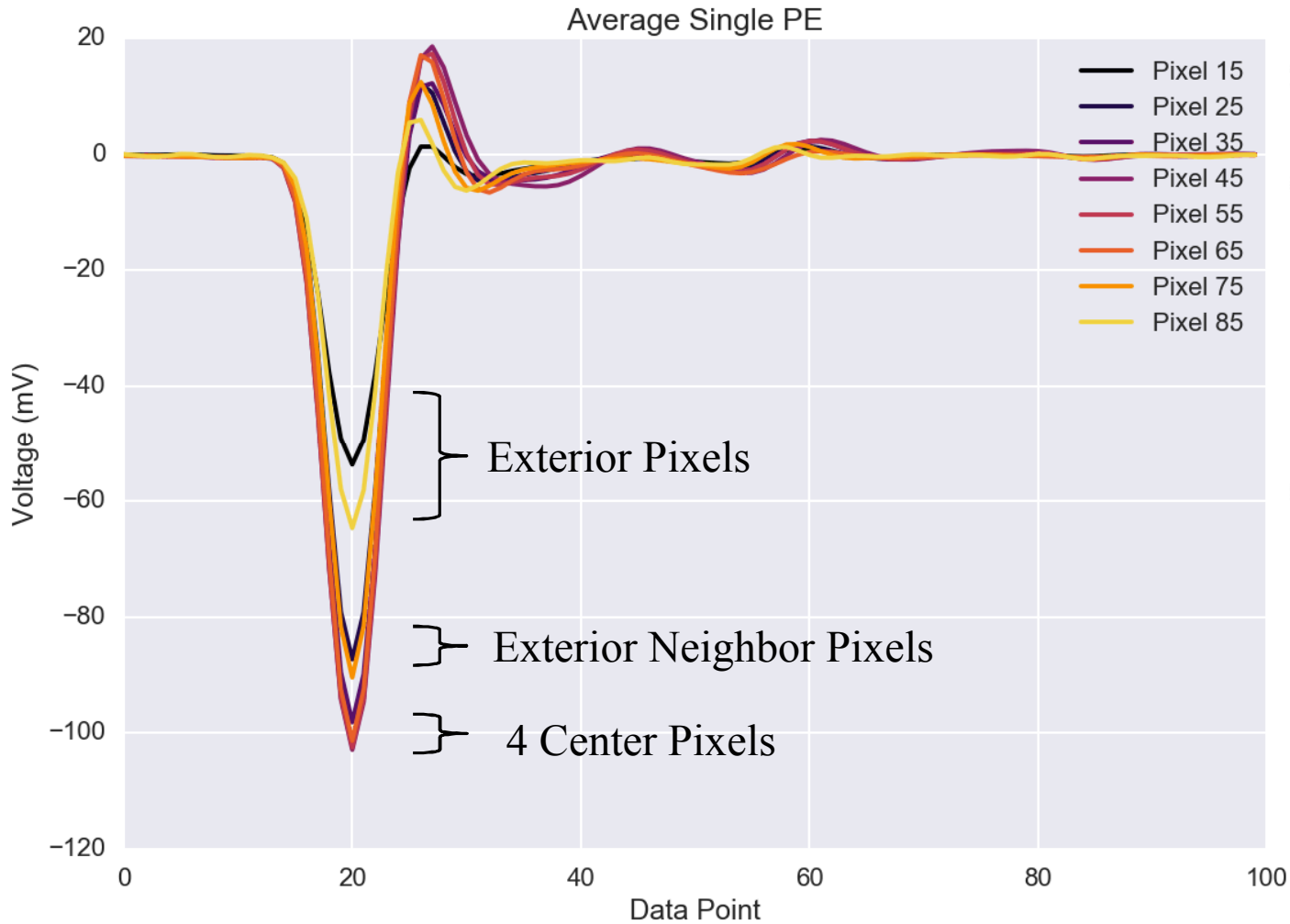
- Not all pixels see well separated single photons.
- Reconstruction algorithm assumes it is handed a list of photon arrival positions & times.
- How to analyze signal trace?

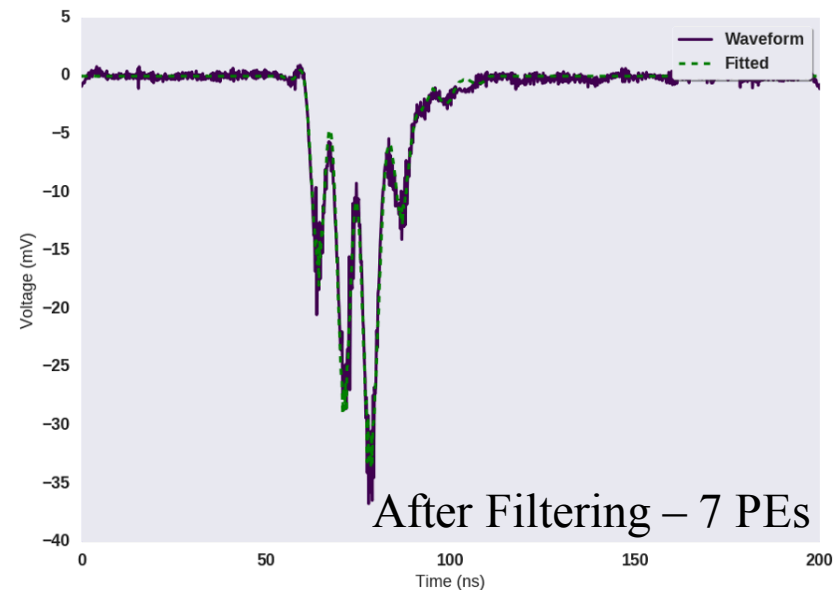
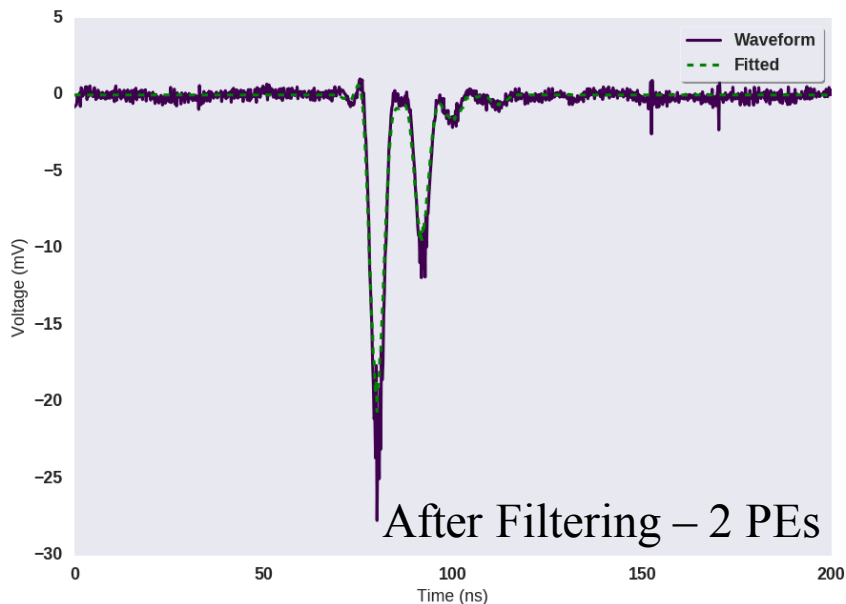


- Collimated LED @ single-photon intensity
- Read out 16 channels with DRS4 eval boards
- Characterize for each pixel:
 - Single-photon efficiency
 - Gain
 - Gain variability



Average Waveforms

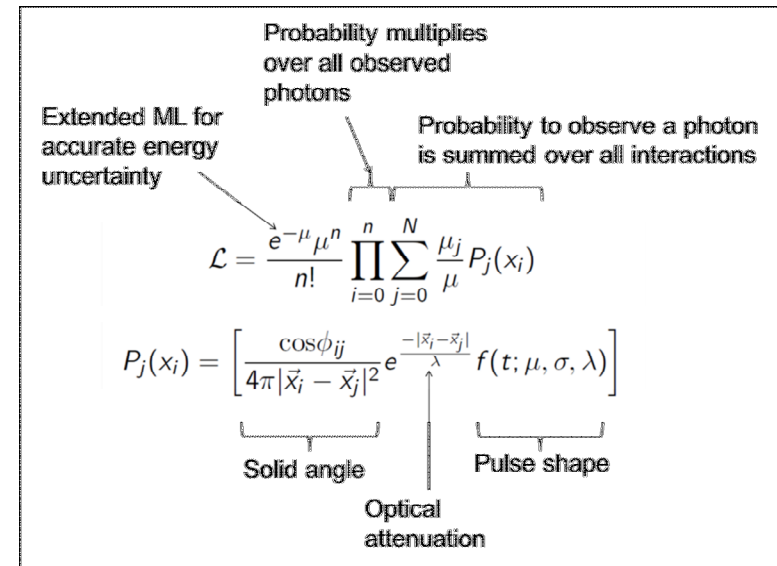




- Fitting procedure extracts number of photons, and their times of arrival.
- Signal amplitude varies within expectations from characterization data.
- Excellent agreement up to several photons.

Challenge 3: Reconstruction

- Let's assume
 - a) the hardware works
 - b) raw signals can be parsed to list of photon arrival positions and times
- Even then, is there enough information in the photon data to reconstruct the neutron interactions, and ultimately a neutron image?



Probability multiplies over all observed photons

Probability to observe a photon is summed over all interactions

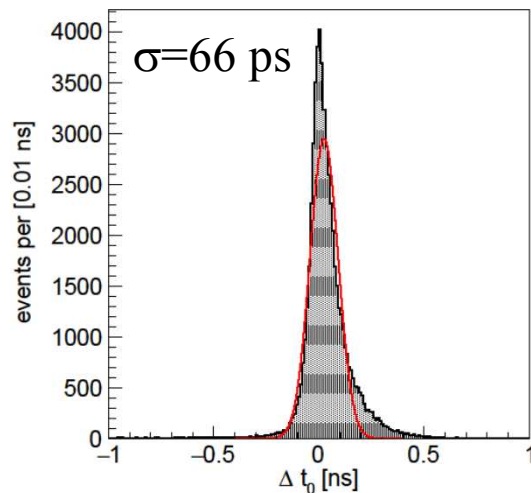
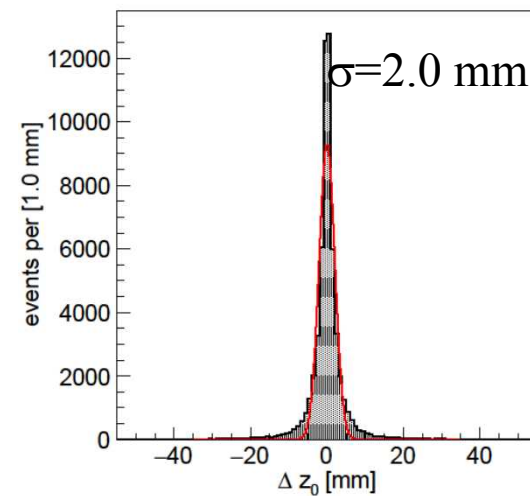
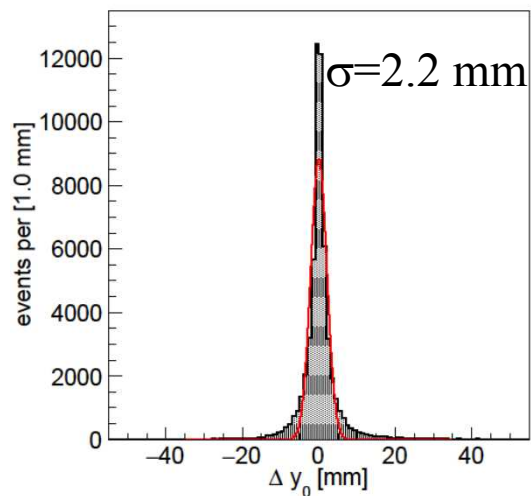
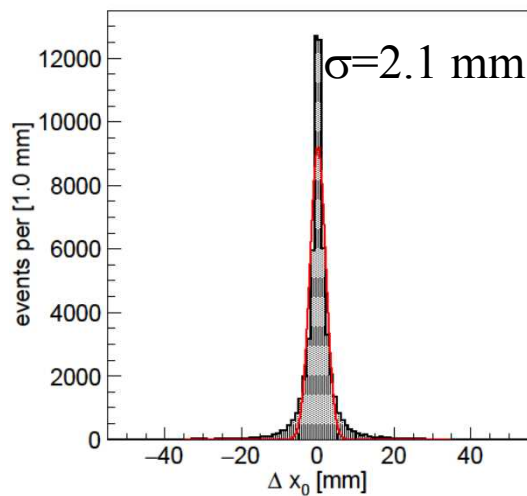
Extended ML for accurate energy uncertainty

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$$P_j(x_i) = \left[\underbrace{\frac{\cos \phi_{ij}}{4\pi |\vec{x}_i - \vec{x}_j|^2}}_{\text{Solid angle}} e^{\underbrace{-\frac{|\vec{x}_i - \vec{x}_j|}{\lambda}}_{\text{Optical attenuation}}} \underbrace{f(t; \mu, \sigma, \lambda)}_{\text{Pulse shape}} \right]$$

Can we answer this with a simulation?

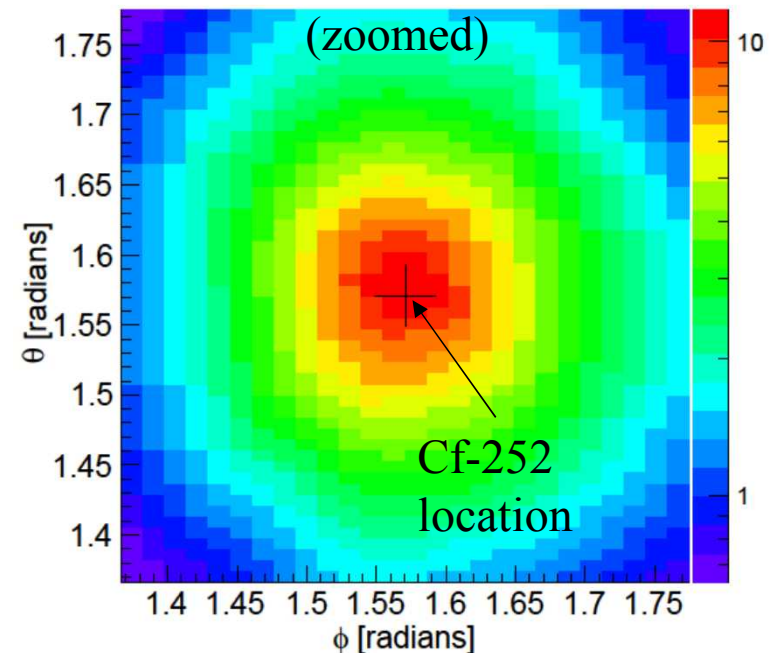
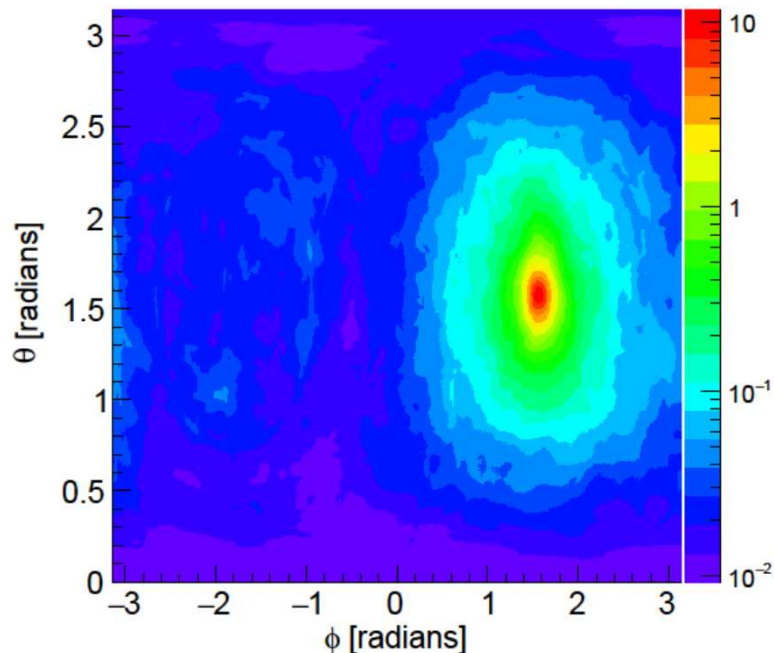
- GEANT4 simulation of neutron transport, scintillation photon generation and transport
 - 10 cm x 10 cm x 10 cm EJ-232Q
 - 2900 ph/MeVee, 0.11 ns rise, 0.7 ns decay
 - Six faces instrumented with MCP-PMT
 - 25% QE, 100 ps tts, 1.7 mm spatial resolution
 - Optimistic optical transport model?
 - Cf-252 neutron source (fission spectrum)
-
- Count N interactions above 300 keV deposited
 - Assume N interactions, but use all photons
 - All detected photons are resolved



Reconstruct first interaction to ~ 3.5 mm, 70 ps.

(Second interaction slightly worse.)

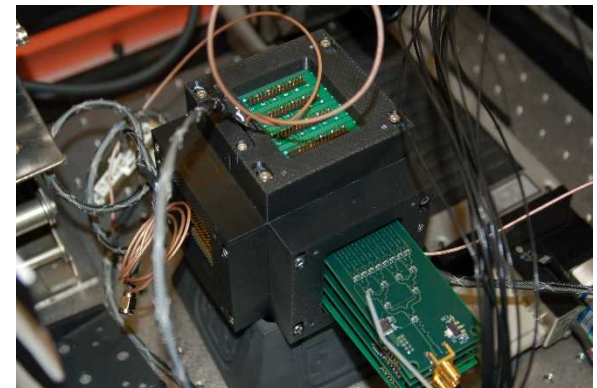
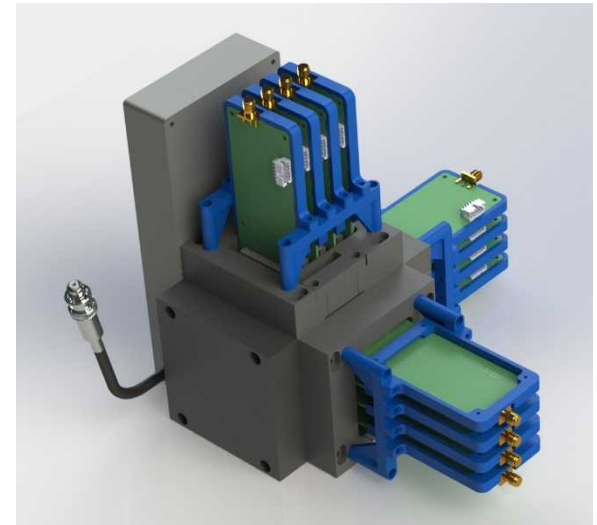
- Use MLEM to reconstruct image of Cf-252 source.
 - Qualitative success!
- These results likely an upper limit on performance, but demonstrates feasibility of technique.



Plans & Conclusion

Prototype details

- 2" x 2" x 2" quenched plastic.
- 3x Planacon, 8x8 anode.
- 195 channels DRS4 readout.
- + HV distribution, calibrations, data concentrator, firmware, DAQ software.
- Ready for integration/testing!



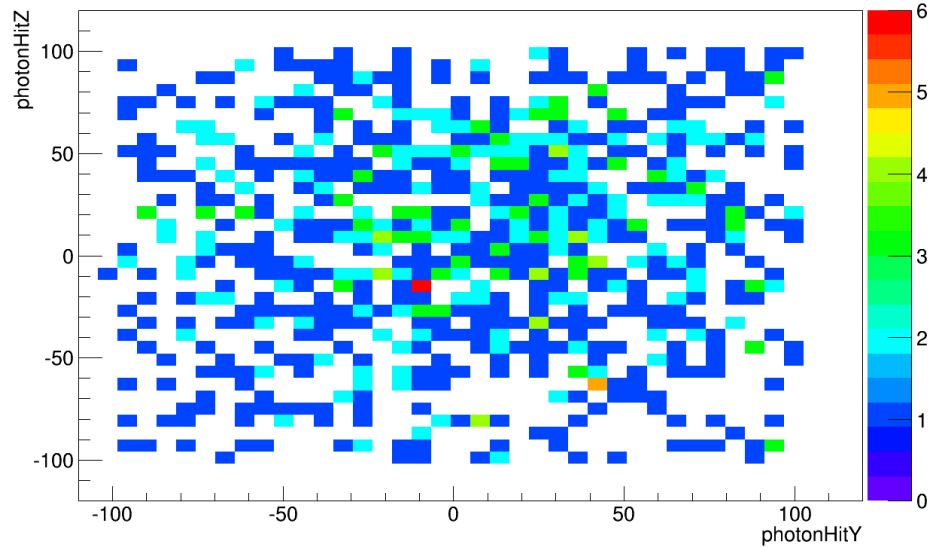
Summary & Conclusions

- Single-volume neutron scatter camera:
 - Goal is improved efficiency, smaller size
 - Benefits are faster measurements, better resolution, easier deployability
 - Requires cutting-edge hardware, sophisticated algorithms
- Three challenging issues addressed, no dealbreakers seen:
 - Acquisition electronics
 - Raw signal processing/interpretation
 - Event reconstruction
- Prototype system essentially complete, but not tested or characterized.

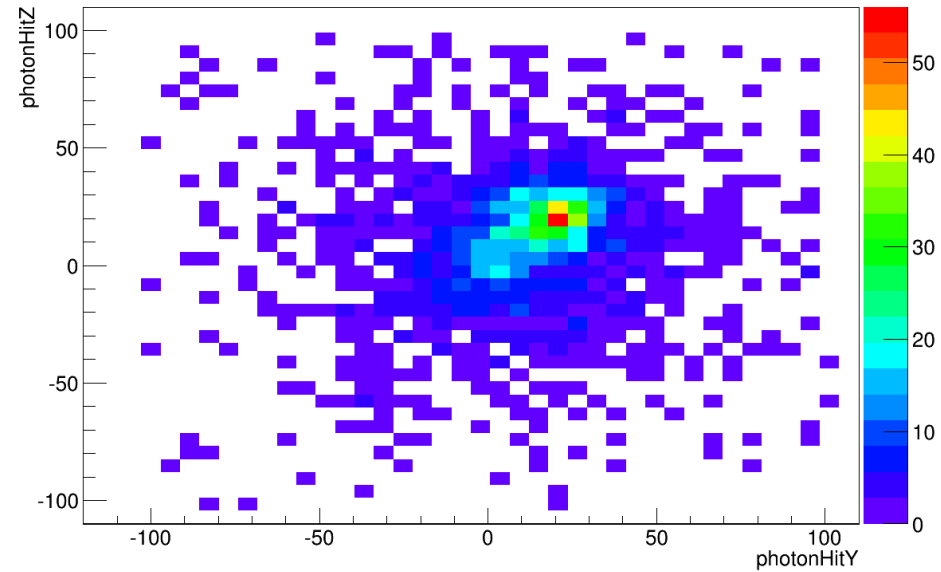
Additional Slides

Pixel populations

photonHitZ:photonHitY {Entry\$ == 0 && photonHitX == 100.5}

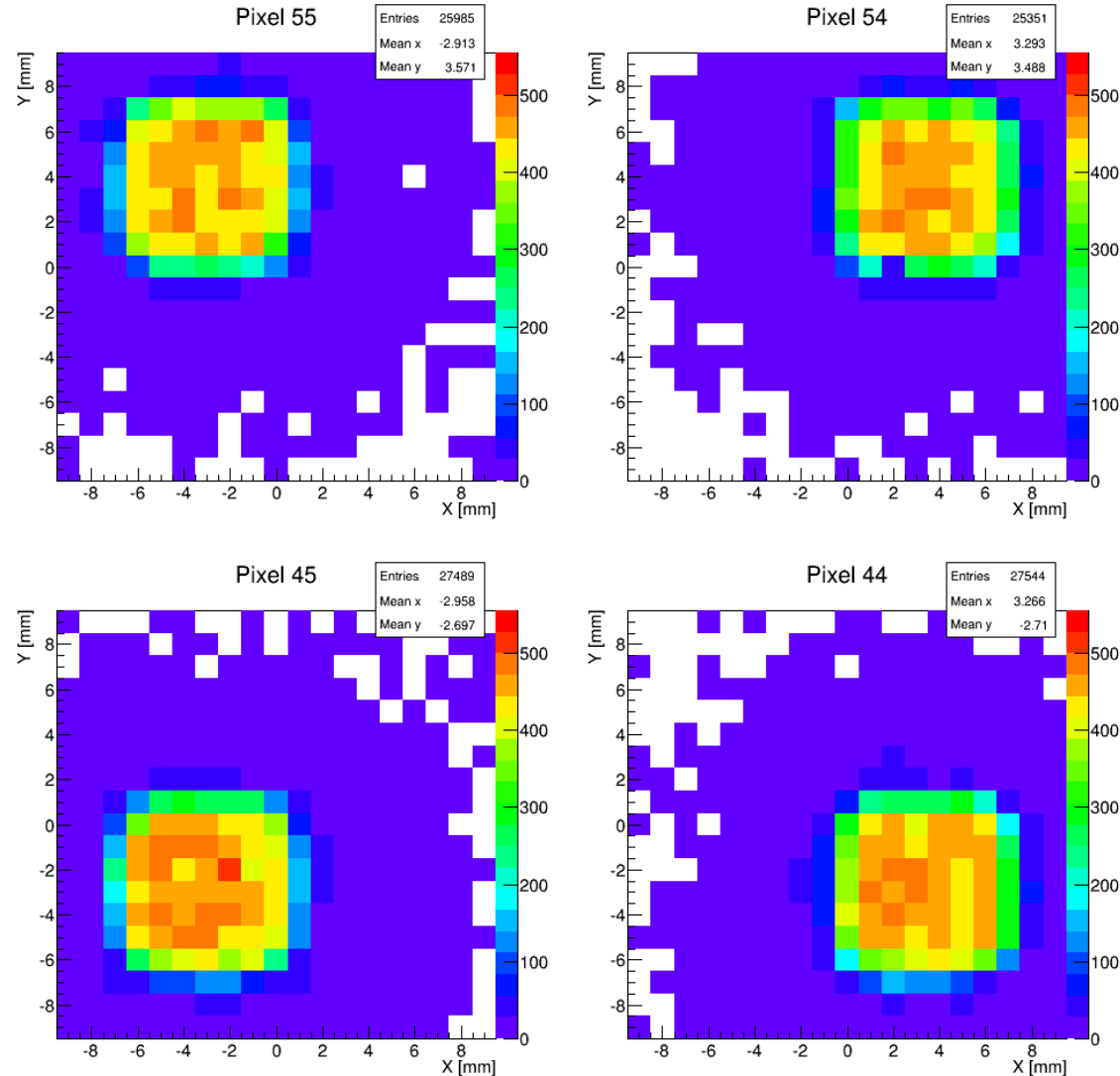


photonHitZ:photonHitY {Entry\$ == 0 && photonHitX == 100.5}



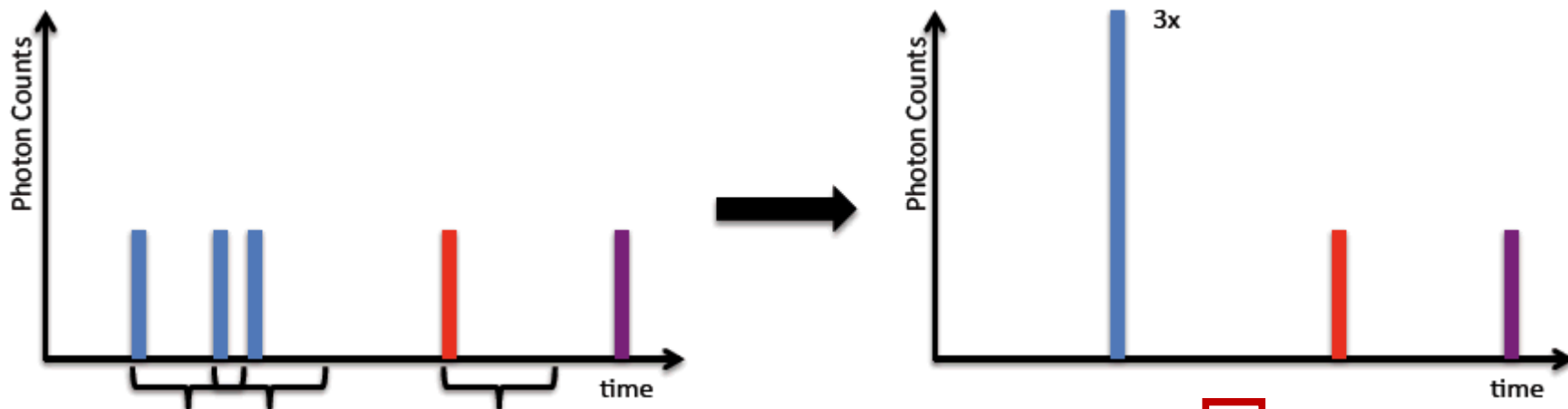
Collimated LED scan

11	12	13	14	15	16	17	18
21	22	23	24	25	26	27	28
31	32	33	34	35	36	37	38
41	42	43	44	45	46	47	48
51	52	53	54	55	56	57	58
61	62	63	64	65	66	67	68
71	72	73	74	75	76	77	78
81	82	83	84	85	86	87	88

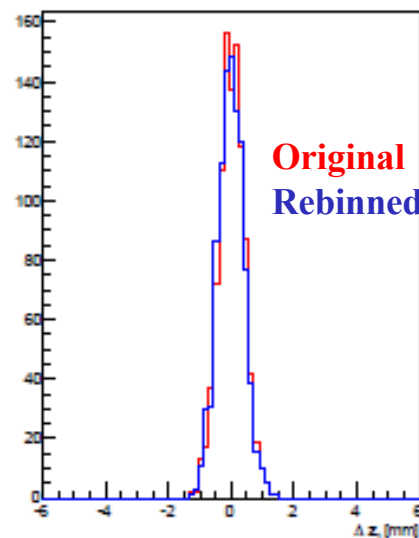


- QE quite flat (over small region)
- Sharp anode pixel boundaries
 - 1 mm collimation
- Some PE scatter

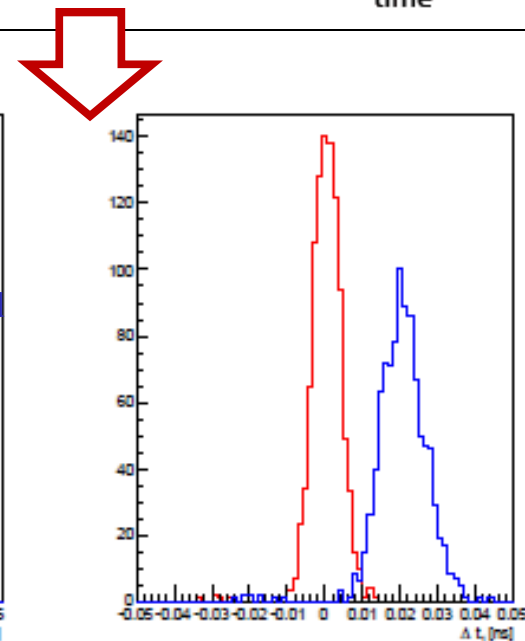
Signal readout/processing



- What if the best we can do for overlapping photons is count them?
- Check in simulation study.
- For $t_{\text{window}} = 300$ ps, time is shifted but reconstruction still reasonable.



$z_2 - z_2^{\text{true}}$



$t_2 - t_2^{\text{true}}$

Active material studies

- Study effect of pulse shape on Δt resolution
- Same default event as earlier slide
- Pulse width important, especially rise time
- Quenched plastics?
 - Short decay
 - But slower rise
 - Low light output

